

Assembly Instructions

Assembling the Coins

You will need:

- ✦ 2 pieces of letter paper (A4 will work if your printer can handle 8 inch (20.32cm) wide prints)
- ✦ 1 sheet of chipboard or thick cardboard (not corrugated)
- ✦ Straight edge and cutting tool, or scissors if you have a really steady hand
- ✦ Glue (a thin layer of white glue works well), or you could use label paper
- ✦ Circle craft punch (1 inch or 2.5cm)

Instructions:

1. Print pages 2 & 3 on a high-quality ink setting and good paper. Printing them in color will make it much easier to tell the types of coins apart.
2. Cut the printed coin sheets on the dashed lines. This will make it possible to line the fronts and backs up accurately.
3. Glue the front sheet to the chipboard making sure to line up the corner of the coin sheet with the corner of the chipboard.
4. Glue the back sheet to the back of the chipboard, and make sure you glue it so the gold coins are on the same edge as the gold coins on the front. If you properly line up the sheets to the corner and edges of the chipboard both sides of the coins will be lined up exactly.
5. Put it under some heavy books to make sure it dries flat.
6. After the glue is dry use the craft punch to punch out the coins. The colored area around the coins is just there so that small mistakes aren't too obvious. Try and punch them out so you can't see any of the surrounding colored area.

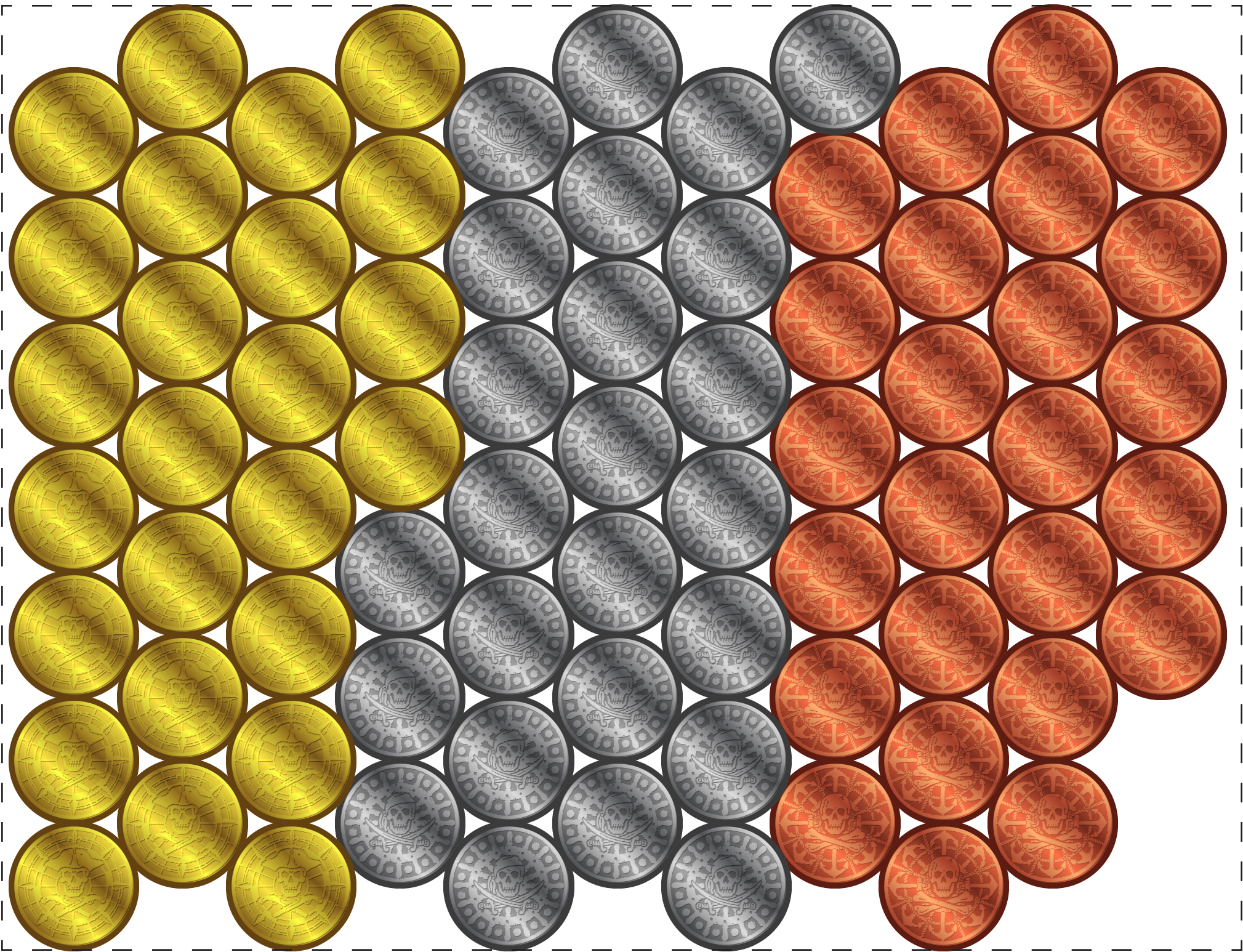
Assembling the Rules and Pouch

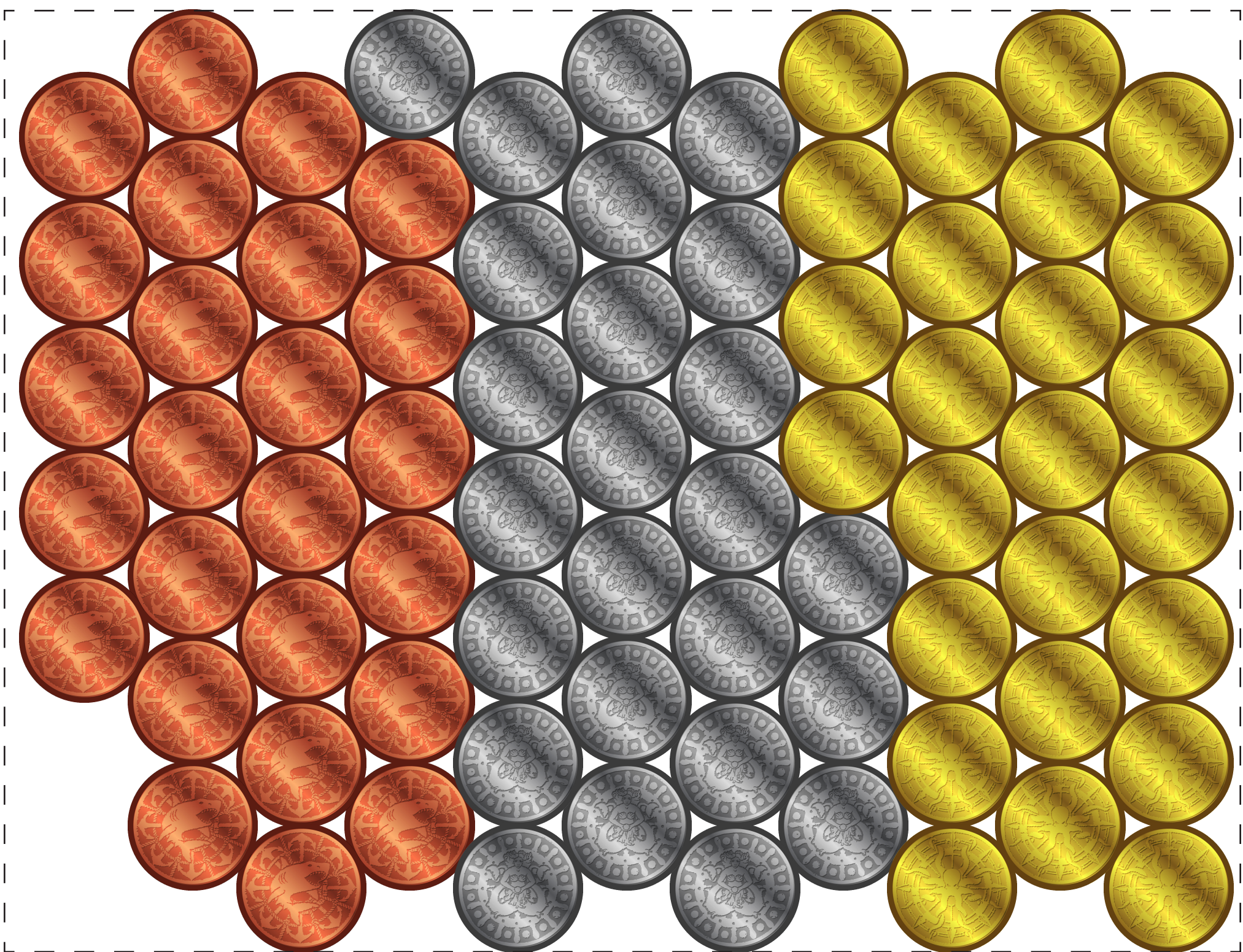
You will need:

- ✦ 1 piece of letter paper, preferably parchment-style paper (Again A4 should work)
- ✦ Cutting tool (and a 1/2 inch or 1.25cm circle punch for a clean half circle on the pouch)
- ✦ Glue (don't use label paper for this) or double-sided tape

Instructions:

1. Print pages 4 & 5 duplexed so the front and back are on the same sheet of paper. (If your printer doesn't duplex, a neat trick is to make a light mark with a pencil on one side's short edge and put it in the printer with the marked side first and on top. When you go to print the back put the marked side face down going first).
2. Cut the sheet of paper in half on the dashed line. You will have the rules and pouch separate now.
3. Take the rules and make a horizontal and vertical z-fold. Like a tic-tac-toe board but the folds go different directions. The Pirate Coins logo should be on the front and the Phase Summary is on the back.
4. To assemble the pouch, first cut out the front and back portions of the pouch on the solid black lines (do not cut the grey lines, they are for folding later). To get a clean half circle on the front use a 1/2 inch or 1.25cm circle punch.
5. Fold the tabs in and apply a thin layer of glue to them, or apply the double sided tape.
6. Carefully line up and press together the front and back of the pouch. Try not to have so much glue that it oozes into the pouch gluing the whole thing together. Trim the double sided tape if that's what you used.
7. Set the pouch between some heavy books so it dries strong.

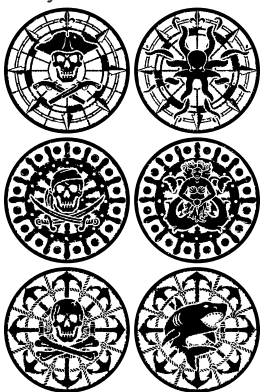




Pirate Coins

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and
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Skulls Monsters
Sally Forth Plunder



How to Play: The game is played in 5 rounds. During a round there will be multiple turns until the round ends by all players having plundered or a monster attack.

► Start of a Round ◀

The starting player takes the top coin from the round stack and places it in the play area forming the pile of loot and starts the round by taking the first turn.

► Turn Structure ◀

A turn consists of 5 phases. The starting player rotates to the left after every turn.

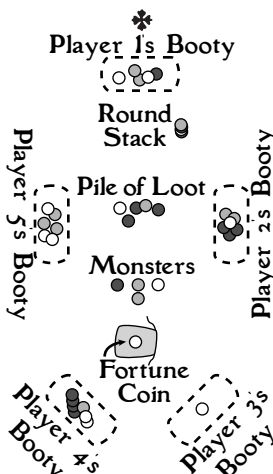
► Fortune Phase ◀

The starting player takes a random coin out of the pouch and places it on top of the pouch. This is the fortune coin. This will determine how to split the loot during this turn.

► Decision Phase ◀

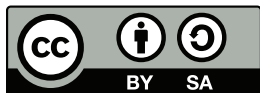
Each player takes a gold from their booty and secretly places it with the monster or skull side up. All players reveal their choices simultaneously. Choose the monster to plunder the pile of loot and sit out the rest of the round. Choose the skull to sally forth and continue the round.

Preparation: Each player starts with 1 gold coin as their booty. The rest of the coins are placed in the pouch. Randomly take five coins from the pouch and place them aside in a stack. This coin stack will be used to keep track of the rounds during the game. The scurviest amongst you is the starting player.



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Players: 2 to 5

Playtime: 15 minutes

Contains: 25 copper, 25 silver, and 25 gold coins; a pouch; and these rules.

Overview: The goal of the game is to collect as much booty as you can during 5 rounds by determining if you should take the money and run or push your luck for greater rewards, but beware the sea monsters.

Coins Values:

☞ Copper 1 Value
☞ Silver 2 Value
☞ Gold 3 Value

Pirate Coins

► **Plunder Phase** ◄

During the plunder phase you divide the pile of loot amongst the players plundering (those that chose the monster side of the coin). The plunder will be divided differently depending upon which coin was drawn as the fortune coin at the beginning of the turn during the Fortune Phase.



• **Silver Fortune** •

Each player plundering receives an equal number of copper coins from the pile of loot. Any remainders remain in the pile of loot (this may result in all players receiving zero coins). Do the same for silver coins, and then again for gold coins. All plunderers will receive the same number of coins.



• **End Plunder** •

Players who plundered can not participate in further turns until the next round (besides starting player actions like pulling the fortune coin from the pouch).

• **Sally Forth** •

Players who chose sally forth continue playing this round.

► **Check for Winner** ◄

If a player has 25 or more Booty the game ends.



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• **Gold Fortune** •

The gold fortune coin is the riskiest time to plunder. If only a single player has chosen to plunder, they take the entire pile of loot. If multiple players have chosen to plunder, none of them receive any coins. The coins stay in the pile of loot to be plundered on a later turn.



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• **Copper Fortune** •

Add up the total value of the pile of loot and divide by the number of players plundering (ignore remainders). Beginning with the starting player and going clockwise, each player plundering takes the value of coins owed to them. The player must take gold before silver and silver before copper.



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► **Coin Flip Phase** ◄

Starting player flips the fortune coin. If it lands skull up, place it in the pile of loot. If monster up, place it in the monster pool. If this results in three of the same kind of monster, the round ends with a monster attack. Coins from the Pile of Loot and monster pool go back in the pouch at the end of the round.



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Summary

- I. Start of Round
Coin from Round Stack
- II. Turn Structure
Rotate Starting Player
 1. Fortune Phase
Place coin on pouch
 2. Decision Phase
Plunder or Sally Forth
 3. Plunder Phase
Divide Pile of Loot
 4. Check for Winner
Anyone have 25 Booty?
 5. Coin Flip Phase
Flip Coin. Loot/Monster

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if possible. If taking gold or silver gives the player too much value, they must make change by returning the difference in value from their booty to the pile of loot (using copper before silver). Sometimes a player may only get some or none of the plunder owed to them because they cannot make change.

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► **End of Game** ◄

After 5 rounds the game ends and you determine the winner.

► **Determine Winner** ◄

The player with the largest amount of booty is the winner. If there is a tie the player with the most gold wins. If there is still a tie the player with the most silver wins. If still tied the game is a draw.